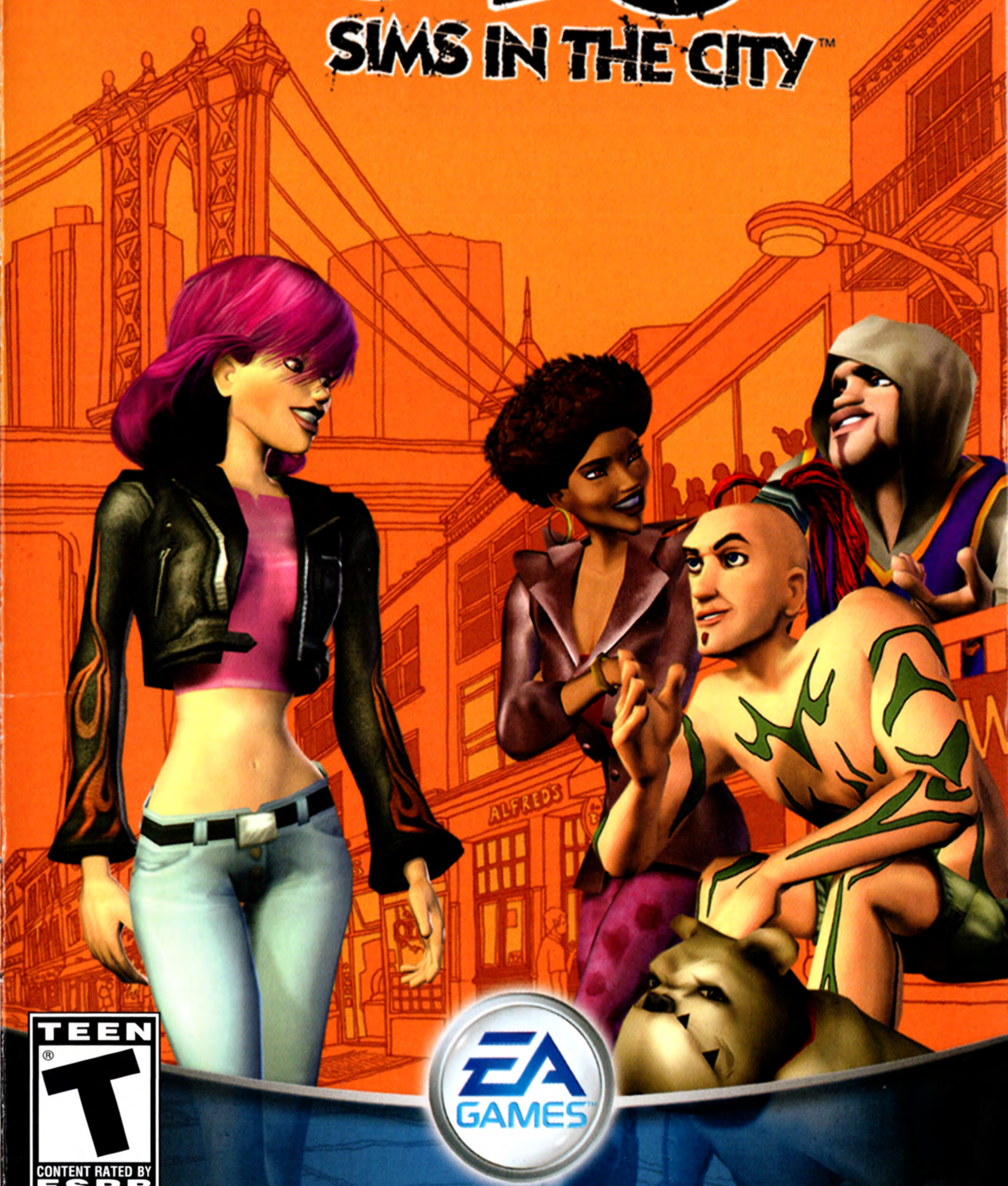
The Urbz™

SIMS IN THE CITY™



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CONTENT RATED BY ESRB

EA GAMES™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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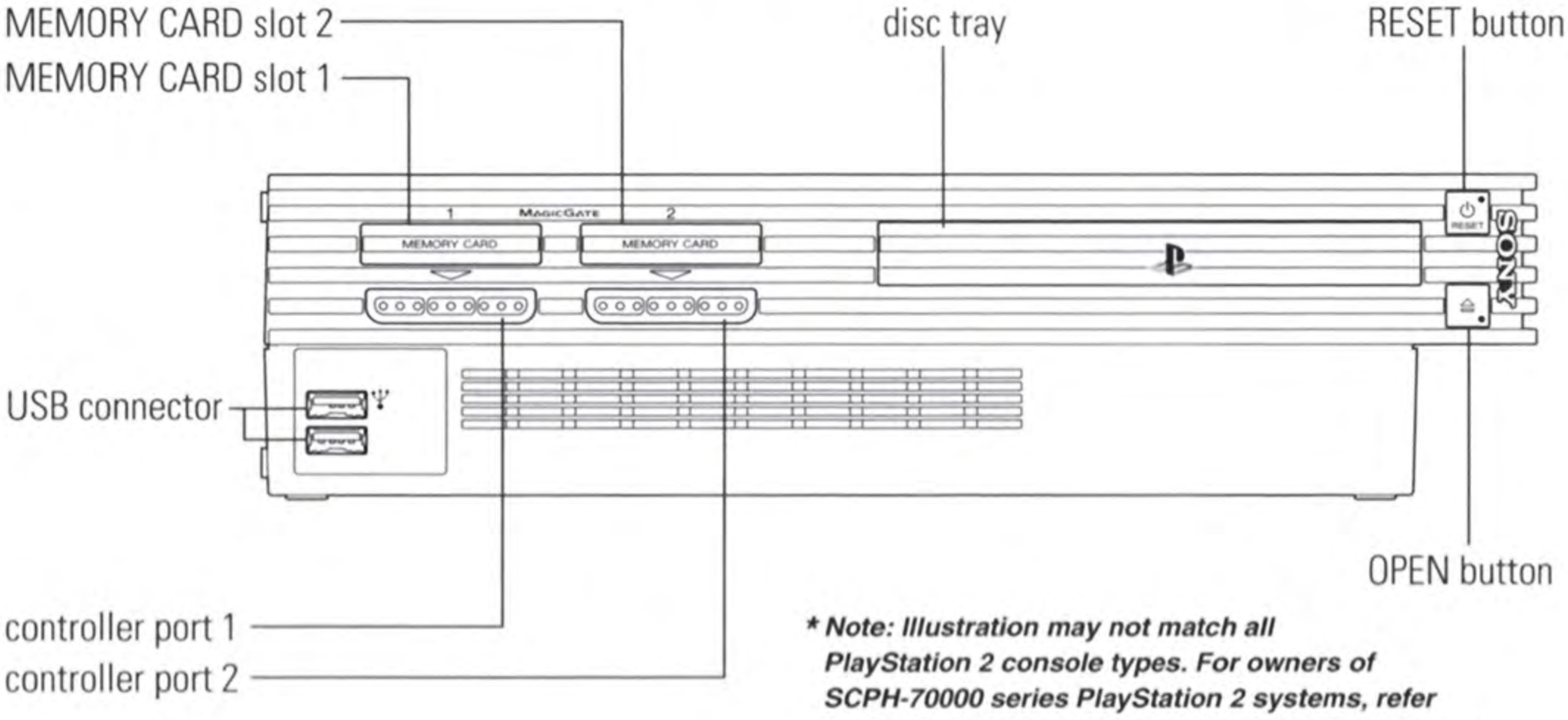
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

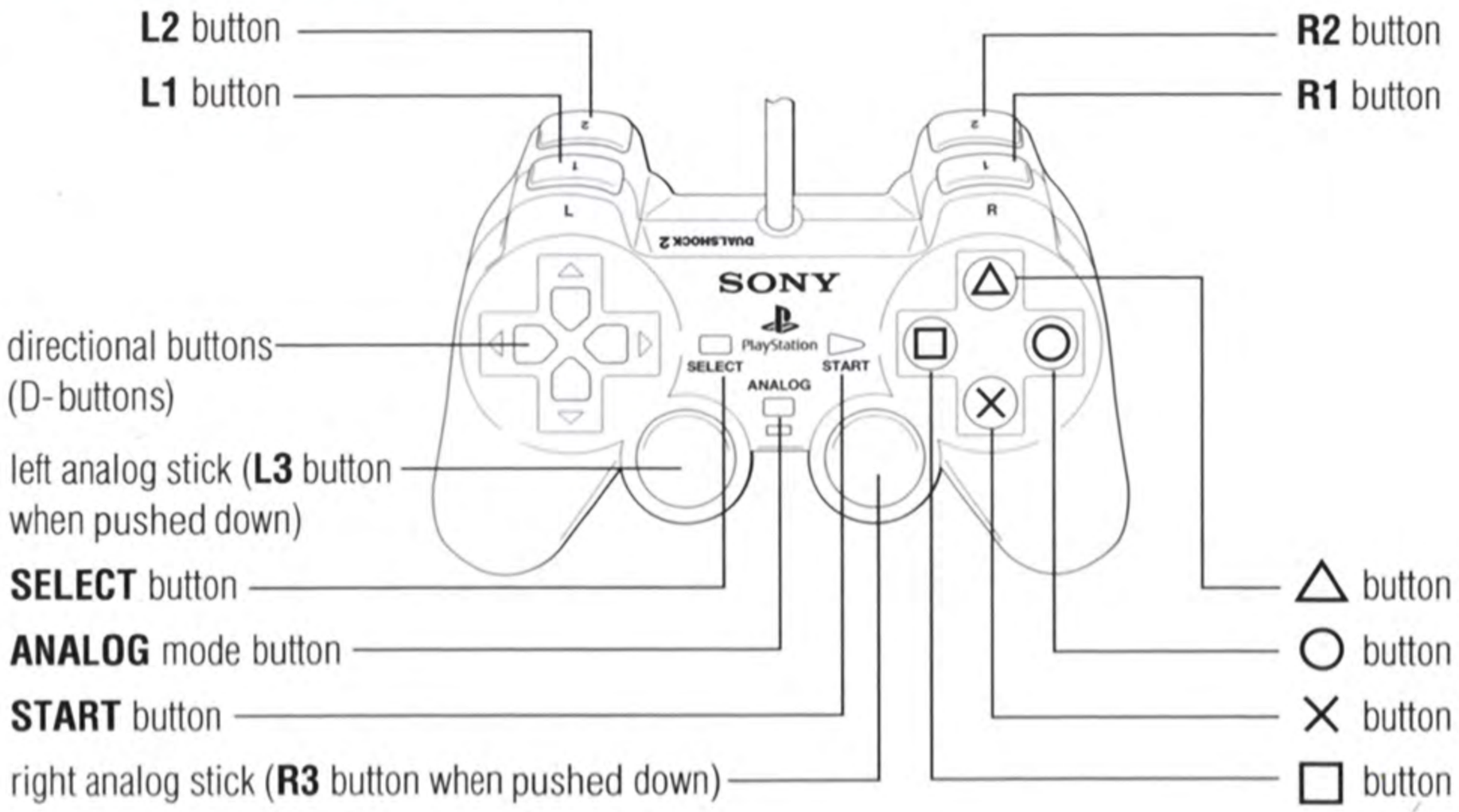


**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *The Urbz™: Sims in the City™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



COMPLETE CONTROLS

Master these controls to navigate your Urb through the social gauntlet of the City.

ACTION CONTROLS

Move cursor	left analog stick
Select action	⊗ button
Snap to Urb	◎ button
Switch Urb	L2 button/R2 button
Edit action queue	SELECT button
Cancel last action	△ button
Open XAM (PDA/pager)	□ button

ENVIRONMENT CONTROLS

Zoom/Rotate	right analog stick
Fast forward	R1 button
Freeze action	L1 button

MENU CONTROLS

Access Pause/Options menu	START button
Highlight menu items	D-button ↕/ left analog stick ↕
Cycle choices/Move sliders	D-button ↔/ left analog stick ↔
Select/Go to next screen	⊗ button
Return to previous screen	△ button

XAM CONTROLS

XAM help	SELECT button
Navigate items	D-button/left analog stick
Page left/Page right	L1 button/R1 button
Scroll text	right analog stick
Select item	⊗ button
Access Grab/Place mode	□ button
Back/Exit	△ button

SETTING UP THE GAME

Black clothes, thick wallets, and thin waistlines are always in style it seems—but there isn't any one look you can adopt to fit into this City. Money still talks, but you gotta have the reputation and style to match your green if you want to make the scene. It's attitude, it's reputation, it's style: from Central Station where leather and lace pass as formalwear up to Diamond Heights where anything less than the flashiest trends won't get you in the door. Just ask Darius—his face is everywhere and he's got all the rep… but he's looking for new recruits to move up in the world.

Don't let yourself be pegged as a tourist—learn the moves you need to build your rep in every district to unlock the City. You must fit in before you can stand out though, so dress to impress and then socialize with other Urbz to make friends (or enemies!). Darius will show you the ropes—take his advice.

To start a game:

1. Press the START button to begin.
2. Select a 1 PLAYER or a 2 PLAYER game (a second controller is required for a two-player game) and then choose NEW GAME.

✲ To load a previously saved game, select LOAD GAME.

3. Choose a slot to add an Urb. Up to four unique Urbz can be saved with one save per memory card (8MB) (for PlayStation®2).
4. To start a new game or create a new character, select CREATE URB.

✲ To load an Urb from a previously saved game, choose IMPORT URB to bring them into the current game.

Two-Player Mode

To begin a two-player game, make sure you have a second controller plugged in and select 2 PLAYER from the Main menu. Both players can save to the same memory card, but each Urb lives in their own slot within the saved game. You can load Urbz that have been saved in single player games or create new ones.

CREATING AN URB

1. At the Select a Style screen, select one of the nine City districts. This sets your initial style and starting district (see *Districts* on p. 7).
2. Decide your Urb's gender, morph the body shape, and set a skin tone.
3. Select the forward arrows to advance to the next menu where you style your Urb's hair, and morph all the parts of their head.

✲ You can change many aspects of your Urb's appearance in game, but gender, skin tone, and body and head shape can only be selected when you first create an Urb.

4. Use the onscreen keyboard to enter your Urb's first and then last name and then select ENTER. Now it's off to your Urb's first apartment!

98TH AVENUE APARTMENT

Welcome to your first apartment! Here you meet Darius for the first time and your old friend Will. Will wants you to show off by using a Power Social to try and impress Darius straight away. This apartment is yours to customize and furnish. Head to the city when you're ready to venture out and make some friends and some cash.

PLAYING THE GAME

It's all about style, influence, and reputation. Earn enough rep and you can remake the entire city in your image! To earn rep you have to socialize, which means interacting with other Urbz. Put the moves on them to gain respect.

Work a job and earn some money so that you can update or refine your style in clothing stores. If your Urb has the right clothes, their socializing is much more successful. Your Urb's successful interactions earn reputation stars that unlock new moves and new locations. Take the City and make it reflect your own style.

GAME SCREEN

BUILDING REPUTATION

Reputation is the key to everything—it gets you into the VIP Rooms and midnight parties, unlocks other districts and new apartments, and determines your influence over other Urbz. Your reputation is based on the average of all of your relationships, which you can see at the XAM's relationship panel (see *Using the XAM* on p. 8).

You can build positive relationships (and earn gold stars) or negative ones (which earn red stars). Relationships decay over time so make sure you respond to your friends when they're paging you on your XAM!

When your Urb's rep increases, a reputation moment occurs highlighting anything you've just unlocked, such as another district. Keep an eye out for these moments and for messages telling you what you've unlocked. Access the Goals screen inside the XAM to see what you've completed and what you have yet to explore.

VIP ROOMS

Each district has its own hot spot called a VIP Room where a burly, unyielding Bouncer oversees who gets let in. All of the coolest people gather at these spots to party at night and hang out in the daytime. Getting in is worth the effort since you'll find the best need-satisfying objects here and you'll get Power Social items from Darius at these parties. Successfully using Power Social items can boost relationships (see *Socials* on p. 10). Each VIP Room has a dress code based on the district it's in, so be sure to dress the part if you want to make it in the door.

DISTRICTS

You've got your first apartment and are on your way to fame and fortune. Your first district choice aligns your Urb's personality with the locals so you can make friends quickly. There are nine districts to explore and two apartments to upgrade to from your starter place.

Neon East — Make some sushi in this glowing, high-tech district oozing with neon-infused action. The party gets pumping late night at The Pulse.

Cozmo Street — It's party-central at the City's favorite club district. Perform on stage or mix drinks at Will's Libation Station.

Diamond Heights — All that glitters is here in the clouds, towering above the bustling city. Ogle beautiful Urbz as they strut the catwalk or pick up a modeling gig of your own.

South Side Bridge — Ask for Louie and you can see how much lady luck is with you in The Back Room. Explosive job opportunities? Fuh-get-about-it.

Skyline Beach — Dance under the stars or catch some rays on this rooftop "beach" in the heart of the City, or rake in some cash taming ferrets.

Gasoline Row — The bikes are smoking, the sausages are sizzling, and the parts are flying at Duke's Chop Shop. Chaps and jeans required.

Central Station — The hub of the City is home to pierced and painted Urbz with mohawks and edge. Get pierced and then prove your stuff at the Fight Cage.

Kicktail Park — Dudes and dudettes flock to the skate ramp and Major Monkey's Ice Cream kiosk. Catch some air at Floaters, the only air bar in town.

The Foundry — Playing with fire is an art. Check out the artsy crowd's gear-gnashing robo-art and make some cash cranking out sculptures.

98th Ave, 3rd Floor — This starter apartment is courtesy of your friend Will. Customize it to your style and attract an adorable pet. Load it up with skill objects to get those job promotions!

Blankwood Towers — An even more spacious apartment with better views. Fill it with plush couches and finery—and don't forget the matching wallpaper!

Darius' Penthouse — One day, this deluxe sky palace could be yours! In the meantime, keep your eyes peeled for Darius' Secret Machine…

USING THE XAM

The XAM is an Urb's all-in-one pager/personal data assistant/cellphone. XAM stands for "eXchange, Access, Messaging." To open it and access its many functions, press the ◉ button.

Phone

Call other Urbz to plan your social life, get some tasty take-out from Take China, or ring the fire department to douse your unintentional infernos.

Messages

Review text messages from other Urbz to stay in the loop of what's happening around the City. Your XAM stores the latest 20 messages.

Inventory

View the goods and gadgets your Urb has acquired and place them in your apartment or the smaller rooms you have in each district. You can sell these items at shops when they're *soooo* last week (see *Shopping* on p. 9).

Relationships

See a summary of your network of friends and enemies. Positive numbers indicate good relationships and negative numbers indicate bad relations.

Goals

This critical hub of info in the XAM shows a map of the City, your goals per district, statistics, and what's left to unlock.

Customize

You can change your XAM's style too. Collect different skins and ringtones. You can also use the EyeToy™ USB camera (for PlayStation®2) if one is attached to get in the game. Once you earn a high enough rep, your images will replace Darius' all over town.

JOBS

Each district has a different job your Urb can take on. Jobs provide a chance to earn simoleons and learn social moves.

You can spot job objects by the § floating over them. To start a job, select a job object (e.g., the Sushi Bar in Neon East) and a job level. Only the current job level and any lower levels already completed can be selected (e.g., Assistant Chef). After a brief in-game tutorial, tackle the hands-on microgame for that job, such as chopping and rolling sushi! As you make items, other Urbz buy them! Cha-ching!

When working a job, you have a set of specific needs to keep in the green. The HUD displays these needs, which differ for each job and level. The job boss gives you hints while you are on the job, so watch for them. You can quit a job at any time by selecting the job object again.

To get to the next job level, your Urb needs to successfully complete the job at the current level, plus build the necessary skill level for the next job ranking. To improve your Urb's skills, you need to buy skill objects and upgrades and use them (see *Shopping* on p. 9).

SHOPPING

One of the best parts of working is getting paid and having simoleons to spend shopping. There are two kinds of shopping: shopping to outfit your Urb's style and shopping for furnishings to improve the districts and apartments.

Clothes

Clothes set your style and affect how other Urbz relate to your Urb. Spend your hard-earned cash wisely to first blend in and then eventually start driving the trends for other Urbz to follow. Each district has a specialty clothing store with unique merchandise. Just look for the above the shop.

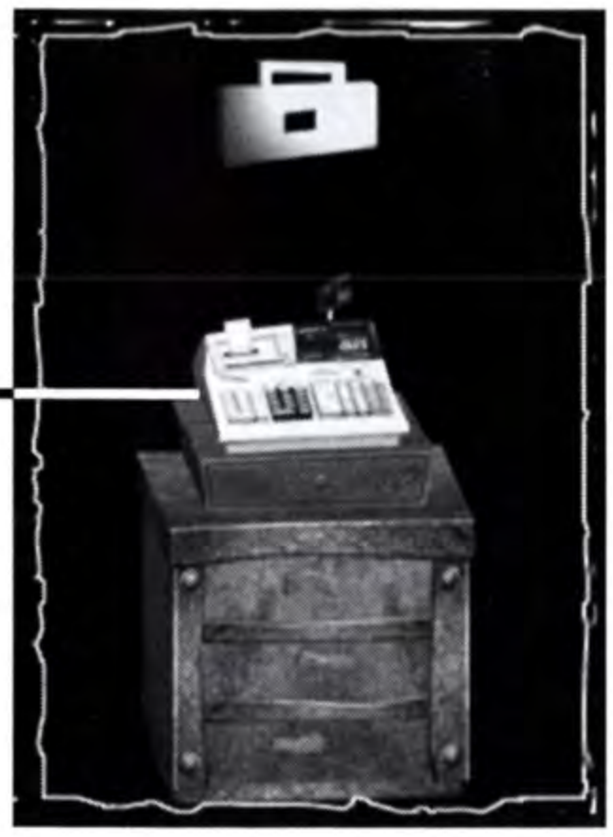
Enter a clothing shop to outfit your Urb in the hip style of the district

Clothing shops offer everything your Urb needs to refine their appearance according to the district the shop is in. Your Urb can purchase shirts, pants, skirts, shorts, shoes, hats, glasses, tattoos, jewelry, piercings, and decals for certain tops. You can also makeover your Urb's hairstyle, make-up, or facial hair!

Select an item you like and press the ◉ button to preview the item on your Urb. Once you see how it looks, you can choose to purchase it (press the ⊗ button) or cancel and try something else.

Furnishings

Besides clothes, you can buy furniture and cool objects for your apartment or to furnish the smaller rooms you have in each district. In fact you can customize each district by placing items almost anywhere. From showers and toilets to modern art and aquariums, everything helps satisfy your Urb's needs in some way. The cash register in each district sells items unique to that part of the City. Spot registers by the above them.



Select a cash register to buy/ sell furnishings

MEETING YOUR URB'S NEEDS

Urbz have basic needs that you must maintain to keep them in top form. The overall level of your Urb's needs affects their mood and everything they do. Keep their needs met and their mood will follow. Watch the need meters on the HUD panel in the lower left of the screen. Green needs are currently satisfied while red needs require attention. Flashing needs are more critical and require immediate attention or your Urb suffers the consequences.

Bladder Find a private place to relieve your Urb pronto if this meter is in the red or they might have an embarrassing accident.

Hygiene No one likes a dirty Urb. In fact, they won't even be happy with themselves if they're stink-o-rific. Hit the showers or, if you're desperate, the nearest fire hydrant.

Hunger Quiet an Urb's growling stomach by finding a bite to eat. Meals are most satisfying but a vending machine snack can tide your Urb over in a pinch.

Fun Boost your Urb's fun-o-meter to keep them cheery and bright. Find something your Urb can enjoy on their own or join an activity with other Urbz.

Energy Though the City is alive 24/7, your Urb needs to re-energize. For a quick uplift, they can quaff a cup of espresso or an energy drink. To be truly well-rested Urbz need eight hours of beauty sleep in a proper bed.

RELATIONSHIPS

You form a relationship with each person you meet. The average of all of your relationships factors into your reputation. When you have enough rep, you can ask other Urbz to become part of your crew. Once in, you can control any Urb on your crew. Build relationships by using the right social moves on other Urbz. You can also make enemies to earn a bad rep. Each district has unique moves to unlock and use for maximum effect.

SOCIALS

Many factors influence the chances of your Urb's social overtures being well received. Make sure they're dressed to match the style of the current district and are in a good mood when they interact with other Urbz. They're more likely to earn reputation stars if they also have a good relationship with the other Urb and if the social move matches the recipient's home district.

- To initiate a social interaction with another Urb, highlight the Urb you want to address and press the ⊗ button.
- To see where your Urb stands with another Urb, open your XAM and access the Relationships panel (see *Using the XAM* on p. 8).

Socials are color-coded to let you know their probable outcome. Green Socials have a high likelihood of success while red Socials are likely to fail. Yellow Socials are a gamble because their outcome is uncertain.

Darius gives you a Power Social item each time you make it into one of the midnight parties in the VIP Rooms. Successfully using these items can dramatically improve your relationship with an Urb. Each district has a different Power Social item.

- Your Urb also earns new Socials as they progress through each tier of a job (see *Jobs* on p. 8).

HINTS AND TIPS

* To get into a VIP Room once you've got a high enough rep, style your Urb with clothes and accessories from that district. And remember, your Urb should be in a good mood.
* As your rep increases and your Urb has access to more and more of the City, you'll have to work at maintaining all of their relationships. Power Socials can be a quick way to get a big relationship boost.
* One Urb's garbage just might be another Urb's treasure. Keep this in mind when poking around the districts. You never know what you might find if you look in the right place.

SAVING AND LOADING

Save your Urb's progress to the top of the City and load it up to continue your urban adventure.

To save a game:

1. From the Pause menu, choose SAVE.
2. Choose the MEMORY CARD slot you want to save to. Choose the save game you want to save to. Your game saves and then you return to the Pause menu.

To load a game:

* You can only load games from the Main menu. Saved games cannot be loaded from in-game.

1. Select the MEMORY CARD slot from which you want to load an Urb. The Character screen appears.
2. Choose the Urb you want to load and press the ⊗ button.
3. Choose START to load that Urb.

* You can also choose to DELETE an Urb from this screen.

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EA SPORTS

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